

Mar 9

Thursday, March 9, 2017 2:49 PM

March 21: decide what to do for the project

From homework:

π_2^3

1) deleting 3rd #

2) π_2^2

$\{n_1, \dots, n_k\} = \mu m \cdot P(n_1, \dots, n_k, m)$

we have $\boxed{\#n_1\# \dots \#n_k\#}$

we want $\boxed{\#m\#}$

we use TM for checking P :

P
starts
with

$\boxed{\#n_1 \dots n_k \#m}$

P
ends
with

$\boxed{\# \quad \# \quad \#}$
↑
halt

We assume that
there is a TM to
compute P .
We prove there is a
TM for computing
 $\mu m \cdot P(n_1, \dots, n_k, m)$

Brainstorming:

we want to take $m = \emptyset$ check; if yes $\rightarrow$ return $\emptyset$
if no $\rightarrow$ try $m = 1$, etc

$\boxed{\#n_1 \dots n_k \#m}$

we can apply TM P and check whether $P(n_1, \dots, n_k, m)$

$\boxed{\# \quad \# \quad \#}$

We need to copy!

~~1#n1#0~~

↑ first we copy

~~1#n1#0#n1#n1#0~~

apply $\varnothing$

~~1#n1#0#n1#n1#0~~

erase all, put $\varnothing$, halt for $m \neq \varnothing$

~~1#n1#n1#~~

~~1#n1#n1#n1#n1#n1#m~~

apply $\varnothing$

if true

if false

~~1#n1#n1#n1#n1#n1#m~~

$m \neq \varnothing$
 $\varnothing$ halt

~~1#n1#n1#n1#n1#n1#m~~

delete $\varnothing$
add 1 to m

~~1#n1#n1#n1#n1#n1#m~~

~~1#m#~~

↑
halt

Some algorithms are feasible, some are not

Example of feasible algorithms: $O(n)$ search, $O(n \log n)$ sorting,
 $O(n^3)$ matrix mult, $O(n^3)$ or $O(n^4)$ Dijkstra's algorithm

Example of algorithm not feasible

Propositional satisfiability problem

Given a propositional expression

$v_1, \dots, v_n, \vee, \&, \neg$

$\{\&\}$

$(v_1 \& v_2 \& \neg v_3) \vee (\neg v_1 \& v_2 \& v_3) \vee \dots$

We want: to find the values $v_1, \dots, v_n$ that make this expression true

$P \equiv (v_1 \vee v_2 \vee \neg v_3) \& (\neg v_1 \vee v_2 \vee v_3)$

Why? if we have a code

if (p) { ... }

else { ... }

How can we solve it?

v_1 - 2 values T, F

v_1, v_2 - 4 values

$v_1, \dots, v_n$ - 2^n combinations

Age of universe

$T = 20 \cdot 10^9 \text{ years} \approx 10^{10} \text{ years}$

Δt - time during which light passes through smallest possible particle

$$\Delta r \sim \frac{\hbar}{m}$$

$$\Delta E \cdot \Delta t \approx \hbar$$

Heisenberg

$$\Delta t \approx \frac{\hbar}{\Delta E}$$

$$1 \text{ day} \approx 3 \cdot 10^2 \text{ days} \cdot 24 \cdot 10 \frac{\text{hr}}{\text{day}} \cdot 36 \cdot 10^3 \frac{\text{sec}}{\text{hr}} \approx 3 \cdot 10^7$$

$3 \cdot 10^{17}$ sec lifetime of the universe

Size of proton in Armstrong $10^{10} \text{ cm} \approx 10^{-12} \text{ m}$

$$3 \cdot 10^5 \text{ km/sec} = 3 \cdot 10^8 \text{ m/sec} \Rightarrow \text{speed of light}$$

$$\frac{10^{-12} \text{ m}}{3 \cdot 10^8 \text{ m/sec}} = 3 \cdot 10^{-21} \text{ sec}$$

$$\frac{3 \cdot 10^{17}}{3 \cdot 10^{-21}} \approx 10^{39}$$

10^{90} particles

10^{40} steps

$$10^{90} \cdot 10^{40} = 10^{130}$$

$$2^n \quad n=500$$

$$2^{10} \approx 10^3$$

$$2^{500} \approx (2^{10})^{50} \approx (10^3)^{50} \approx 10^{150}$$

Fastest computer running
lifetime Universe

Some algorithms are feasible, they are usually polynomial-time. There exists a polynomial $P(n)$ s.t. $\forall$ input x $t_q(x) \leq P(\text{len}(x))$

$$O(P(\text{len}(x)))$$

Some algorithms are not feasible

Example: exhaustive search for SAT - time 2^n

Propositional
satisfiability
Problem

We would like to have a good precise definition of what is feasible and what is not

Unfortunately, no one knows how to give such

a definition

The best we have is:

An algorithm is feasible if it is polynomial-time

Why is this not a perfect definition?

$$* t_A(x) = 10^{140} \cdot \text{len}(x)$$

from practical view point - not feasible
(because universe computer will compute 10^{150})

from viewpoint of definition - perfectly feasible

$$* t_A(x) = \exp(10^{-90} \cdot \text{len}(x))$$

from practical viewpoint: feasible

from definition: not-feasible

because it will grow faster than polynomial-time

See:

V. Kreinovich, A. Lakeyev, J. Rohn, and P. Kahl, "The notions of feasibility and NP-hardness: brief introduction", Chapter 2 from "Computational complexity and feasibility of data processing and interval computations", Kluwer, Dordrecht, 1997. pdf file

From <<http://www.cs.utep.edu/vladik/cs5315.17/>>

Which problems have feasible algorithms
solving them $\equiv$ tractable
which problems don't have feasible algorithm $\equiv$ intractable
we need a good definition of a problem

what is a problem in general?

1) Mathematicians: (They like to prove)

- Given a statement x

- Find a proof y of x or $\neg x$

We have a feasible checking alg $C(x, y)$ that checks whether y is a correct proof

proof has to be of feasible length

$$\text{len}(y) \leq P_x(\text{len}(x))$$

$$C(x, y), P_x$$

$$x \xrightarrow{?} y \text{ s.t. } C(x, y) \\ \& \text{len}(y) \leq P_x(\text{len}(x))$$